



Scene Guide
for
Meadows Mansion

by
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Characters

Agatha

Agatha is a goth girl, also known as “Creepy Girl” in the story. She can be very cruel towards tinies, especially her friend Logan. But she hasn’t seen him for some time now. At your first



meet with her she is looking for her [glasses](#) that you can find. If you decide to approach her and climb her shoe you can also find a [bobby pin](#) that can also be useful with that and a later encounter.

You can get chaos or grace points depending on your choices

You will encounter her in the Entrance, Lounge and Monroe Gallery

Beth

Beth is the “Alt Girl” you meet at the start of the story. Depending on what path you choose you either meet her directly or with Agatha or you can just skip her completely.

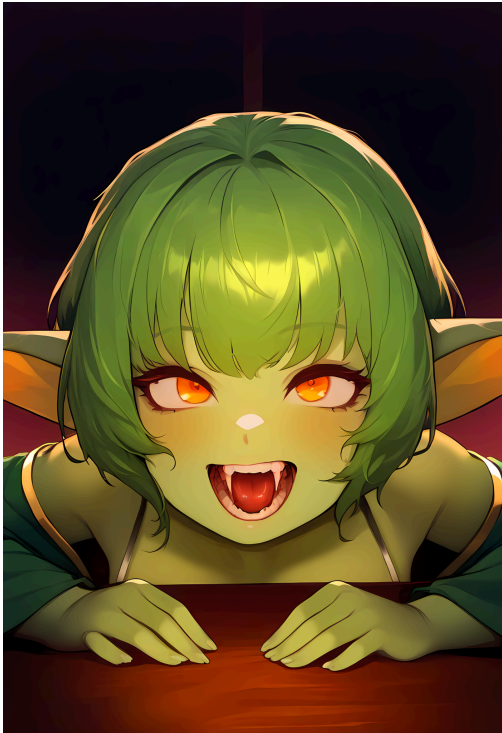


In the encounter with her you can make a Grace choice or a chaos choice. The chaos path can lead to your death. Also she has a [string](#) that you need to avoid certain faiths. She also has the bronze bracelet.

At the end of the encounter she says that you should bring her a cigarette when you meet her again. (Currently there is no second encounter with Beth so there is also no cigarette) You will encounter her in the Entrance. More will follow

Gilly

Gilly is a little goblin like her girl. She is very kind and lovely, but she is not the brightest candle on the cake. You first meet her in the mansion when you explore the east hall vents. She has a lot of options to explore her body. Even tho she seems to love to eat tinies she makes it hard for you. Gilly love cheese tho and that is one item you can get. For a later encounter you need a screwdriver and for another you need the [Black Cat Brew](#). You will encounter her in the East Hall Tunnel, Lab, West Hall Tunnel, Lounge and Monroe Gallery



Margo

Margo is a tough security guard you first meet in the introduction of the Mansion. She acts pretty tough and will give you some strength tests when you decide to face her in the Foyer. For the strength test it is good to have the [bobby pin](#) with you. It is also good to have the water bottle to get an extra grace. There is also an option to climb her for which you need to have the screwdriver. (If you want a guide go to Foyer) You can also find her boots in one of the changing rooms. From Margo you can get the Red Band. You can make her mad or you can have her as a friend.



With her you can get chaos or grace, depending on your choices.
You will encounter her in the Foyer, Lounge, Changing Room* and Monroe Gallery.
*Specific Chaos is needed for that look at the guide.

Mistress Meadows

She is the Head Mistress of the mansion. She seems to be a very dominant and selfish person where the students have rather no value to her if they can not prove their worth to her. There is currently no active encounter. The goal of the game is to get 5 uniquely colored bands and one silver band so that you can meet her at the top tower. (Read the guide [bands](#))



Monrose

Monrose is one of the mistresses the mansion has to offer. She is a lustful mistress and your first encounter will be in the Lounge. If you do a good job in the lounge you will be invited to her private rooms. She loves to tease people but also loves to eat tinies. You will encounter her in the Lounge and Monrose Gallery



Larson

Miss Larson is a teacher at the university you have attended and a guest at the Galla. She will hold a band that is yet to be revealed to us. You will have a pretty small encounter with her but you can make a grace choice or a chaos choice here. The chaos choice can lead to your death. She seems to be a nice teacher. You will encounter her in the pool area which is not available at the moment.

Laura

Laura is a tiny like you, she seems to be a good student yet you don't hang around her a lot after you first meet her. You will encounter her in the Lounge and Monrose Gallery.

Items

Agatha Glasses

You can find them in a pinhole.

When the game starts you can either approach the Alt Girl or the Creepy Girl. Agatha is the creepy girl so we go towards her. We hide in the bush and there will be a yellow option to inspect a **pinhole**. There we will find Agatha glasses which are needed to become friends with her.

Bands

Bronze Band

You get the Bronze Band either by being nice to Beth and tying her shoelaces before she notices you, you finish one of her tasks for her where she will grant you the Bronze Band or you go with Agatha and give her back the glasses. She will then go to Beth and ask if you still need a Band and you get it like that. It will make encounters easier for example with Margo.

Green Band

The Green Band is given to you right at the start of the game. It shows that you are part of the Micro Faculty.

Red Band

You can get the Red Band only from Margo. You can choose to steal it from her or be kind to her. That all happens in the Foyer.

Silver Band

The Silver Band is split in two. Two mistresses each caring one half. Mistress Monroe is one of them and you can get it when you are in the Monroe Gallery. You need to play the whole Scene in Monroe Gallery to get one of the halves. The other one is not yet revealed in the story

Yellow Band

You can obtain the yellow Band only by giving Agatha her glasses back and enter with her then mansion. Otherwise you can't obtain it.

Beth's String

When you encounter Beth you can go unnoticed to her feet and climb her shoes. If you climb her left shoe you grab the string automatically.

Bobby pin

You can find the bobby pin on Agatha's shoe.

If you first approach her, go into the bushes, then you can head climb her shoes. When you are on them, you have the option that is marked as a **small mound** which will reveal the bobby pin. The bobby pin can be used with Agatha and with Margo in the foyer

Black Cat Brew

- Requirements: 1 **Chaos**

The Black Cat Brew is located in the Lounge. When you are on top of the Bar you need to climb down and you will see the option "Climb the Shelf Ladder". If you go up there you will find it but it requires at least 1 **Chaos**.

* If you get into [Monrose Gallery](#) you can also jump down and get under the couch. If you have the [flashlight](#) you will encounter somebody that will give you the black cat brew as well.

Cheese

- Requirements: [Flashlight](#)

The cheese is located in the lab with the professor and Gilly. When you stand in the middle of the lab you can go to the "East Stone Wall". There you will find Gilly sniffing a spot between some boxes. When you approach the boxes you can go into the divide and then move aside a Cardboard.

Cherries

The cherries are only located in the Lounge and are required to progress with Monrose. If you head toward North when you are on the Bar you will find Margo there. Depending if you are friends with her or not you can approach her. If you are not friends with Margo because you pissed her off in the Foyer then decide to sneak around her and grab the Cherries right away. Otherwise you can approach her and start her Quest or play the whole quest before you grab the cherries.

Crush Dome

The Crush Dome you can get from Margo in the [Foyer](#). You need to successfully manage her challenges or survive her stomach, then you are awarded with the Crush Dome.

Flashlight

You can find the flashlight in the changing room that is located next to the east hall. You need to head towards the east to get to the changing rooms. There you need to enter "Door 4" and then you go "North". There you will find a Black Duffel Bag which you want to inspect. Inside will be the flashlight.

Notes

There are different notes in the world that contain dance moves you will need later in the game in a section that yet needs to be written. There are 3 Notes hidden in the mansion.

Note 1

It is hidden in the women's changing rooms in the East Hall. When you are in the women's changing rooms you need to head north to the doors. There you will go into Door 2. Inside you want to head towards the west and then climb the denim jacket. Read the note to unlock it in the inventory.

Note 2

- Requirement: [Flashlight](#)

The second Note is located in the Lab. You must go to the East Stone Wall there. Approach the boxes and beside the [Cheese](#) you can also find the second Note.

Note 3

Note 3 is yet to be worked into the story.

Screwdriver

The Screwdriver is hidden in the lab. You want to go to the "West Lab Equipment" where the professor will work. You can climb up a tiny ladder and you will automatically pick up the screwdriver.

Vials

The Vials for the special drinks are easy to find. When you are in the Lounge on the Bar top you can go to Melissa. There will be an option to Ask about Specialty Drinks and you get the Vials automatically.

Water Bottle

To find the water bottle you need to go to the women's changing room. You go "East" and enter door 3. Then you go to "West" and you find the option to inspect the minifridge. Now grab the bottle and you will have it in your inventory.

Wine

The Wine is easy to get. After your encounter with Monroe you will be placed on the bar top. From there you go to Melissa and request the wine for Monroe.

Lipstick

The Lipstick can be found in the women's changing room at the hooks behind door 2. Currently there is no use for it.

Scenes

Entrance

Which Characters are present

- Agatha
- [Beth](#)

What items you can collect

- [Agatha's Glasses](#)
- [Bobby pin](#)
- [Beth's String](#)
- [Yellow Band](#)
- [Bronze Band](#)

What items can you use

- [Agatha's Glasses](#)
- [Bobby pin](#)
- [Beth's String](#)

Agatha Encounter

For the perfect setup you first grab the [Bobby pin](#) and her [glasses](#) you can also get in the encounter.

Short version:

By giving Agatha her glasses back you will get 1 [Grace](#), she will become your friend

If you choose one of the chaos routes you will get 1 [Chaos](#) but you will also make her mad but if you choose to enter the mansion through her stomach you will also become friends with her.

Chaos Route

After you get Discovered you can choose what you wanna do, for the Chaos path we gonna choose "bite her finger" or we can "play along" and can then "bite her finger"(ass vore fetish and unavoidable scat) or continue to "play along"(vore fetish)

For the path that we bite her finger we will gain 1 Chaos. To survive this we need to venture deeper. If you want the death scene you can choose "struggle".

For the path that you play along, you will get eaten. You can either choose "throat" which can lead to your death or you stay in her stomach and enter the Mansion without encountering Beth where you could get more chaos (not good if you want as much chaos as possible).

You also will be in the [Women's changing room](#). This outcome will also make Agatha your

friend since she will find her glasses eventually and notice that you are not Logan.

Back to the options, when you have the Bobby pin from the shoe you get a new option and can escape from her mouth, by either leaving the bobby pin or by trying to get it back. If you get it back you need to choose "Ribbed Hole". You will leave her mouth with +1 Chaos but she will be mad at you later in the [Lounge](#). Then you can proceed to get to Beth.

Grace Route

You first grab the [glasses](#) that you can find in the pinhole by the bush. From there you can either directly get discovered or play around any fetish really as long as you use the "struggle" option. If you indulge in the fetishes for too long you will either get eaten or enter the mansion with Agatha's body, which is what we don't want here.

When she discovers the player we will give her the glasses back which will make her realize that we are not the tiny she is looking for. She offers to take us with her into the mansion. The player already earned 1 Grace so far but can get more with Beth. If the player chooses to enter with Agatha we can get the [yellow band](#) and if we agree when Agatha meets Beth we also get the [Bronze band](#) but we won't get more Grace. For more Grace we need to go into the mansion in our "own way".

Beth Encounter

The Beth Encounter is unlike the Agatha Encounter a one way trip after you started to interact with her. After that you will progress right into the Foyer.

Chaos Route

When you climb her shoe, make sure to grab [Beth's string](#) and then you can tie her shoelaces together so that she trips which will make her mad at you, which could end in your death. You gain 1 Chaos when you say it was you or you can apologize to her and accept her offer to do her a favor. Then you will go with her shoe and slip into her shoe. She is not into it and will be mad at you again which will also give you 1 Chaos. But you can't get both Chaos points. Regardless of what you choose you will end up in her mouth. You can either use the string now to get out of her mouth and enter the mansion normally or enter via her stomach. This will bring you to the [Women's changing room](#).

Grace Route

If you tie the shoelaces early she will be surprised and will grant you the [bronze band](#) if you want you can still deny it but it will help with the encounter with Margo in the Foyer. If you don't tie the shoelaces early you can have fun with her in any way or be discovered right away. You can then fulfill one of her requests and after you fulfill it without being distracted by any fetish she will ask to get to know her better. Whatever you choose you will get 1 Grace from her.

So with Agatha and Beth you can have 2 Grace when entering the Mansion. Same with the Chaos.

Foyer

Which Characters are present

- [Margo](#)

What items can you collect

- [Red Band](#)

What item can you use here

- [Water Bottle](#)
- [Screwdriver](#)
- [Bobby pin](#)
- [Crush Dome](#)

Margo Encounter

After the normal Foyer scene you get after entering the mansion not through another character you will have three options. The Staircase will bring you to Margo. You can first collect a few items by going to the [East Hall](#). The Screwdriver will be required for the Chaos Route

Chaos Route

Requirements

- [Screwdriver](#)

The chaos route here is pretty short. If you have the [bronze band](#), go towards the stairs, you wanna inspect the light. Use the [screwdriver](#) to deactivate the laser and get closer to Margo. You can start to climb her. You will see Chaos options here that require you to have **3 Chaos** already, but they will lead to your death. If you continue to climb her back there is a 30% chance you will slip and end up in her pants regardless of your Chaos.

If you successfully climbed her you wanna slip down her arm and snap the red band from her. At the end you can taunt her which will give you **1 Chaos**

If you have just the [green band](#) you can take on her challenge. When she is pinching you, you need to duck away. From there you can run up her arm which will be the secure way. You then leap off her wrist. You can then taunt her to get **1 Chaos**. You can also try to be lucky and come to the same outcome with a 30% chance. Otherwise you will land in her stomach and may end your run there.

Grace Route

You can follow the Chaos Route and bow at the end to get **1 Grace** in the same way.

If you don't want to go this way you can get your hands on the red band in another way. Depending on what route you took before the encounter will be different. If you still have the [green band](#) and not the [bronze band](#) you will have to explain yourself and try to prove your worth. You wanna stay and push against her pinch and then accept her second challenge. For that it would be good to use the [bobby pin](#) cause you will have a 100% success rate.

After that you get [1 Grace](#), the [bronze band](#) and the [crush dome](#) Otherwise you could end up in her stomach. It would be a 50% chance you would win the minigame.

After your success you will get [1 Grace](#). If you end up in her stomach that doesn't mean that it will be your end. You can wait 30 seconds on the site and will get the option to hold on.

You will have another 50% chance to survive. If you do you also get [1 Grace](#).

If you have the [bronze band](#) you can bring the [water bottle](#) to her to get [1 Grace](#) by not telling a soul about it. For that you also get the [red band](#) . If you do not have not the [red band](#) you can accept her challenge as you read before, that is the only way to get to the challenge when you already have the [bronze band](#).

After that you can use the [screwdriver](#) to climb Margo. You can get her attention up there and you will receive again [1 Grace](#)

So the easiest way is to have the bronze band already and the water bottle. With the screwdriver up to her and get her attention. That are easy [2 Grace](#)

East Hall

Which Characters are present

- [Margo*](#)
- [Gilly](#)
- [Miss Larson](#)

What items can you collect

- [Flashlight](#)
- [Note 1](#)
- [Water Bottle](#)
- [Lipstick](#)

What items you can use

- [Crush Dome](#)
- [Cheese](#)

Ballroom Entrance

The Ballroom Entrance is not available

Vent

When you enter the Vent you will be able to walk east till you get the option to go towards the dampness and then you follow the River. You will find Gilly! Gilly will bring you to the [Lab](#), where you need to get Gilly's trust.

After the Lab you can also travel with Gilly. If you have the cheese with you and you travel in her mouth you can give it to her and she will swallow you. If you want you get out but you can also choose to end your story there.

After that if you enter the Vent you will receive a new direction you can walk towards. Now you will be able to walk to the west. You will find Gilly again but this time sleeping. You can play around with her and wake her up ultimately. But you can also choose to become one with her, which will be the end of your story.

After you woke her up again you have unlocked a new section in the [West Hall](#)

Women's changing room

You have two options you can either go towards east where the changing rooms awaits you or go west where the shower stalls are.

When you go to the west you will hear a shower is running. You can get in it when you have **3 Chaos** but you won't gain another Chaos. You can also choose to Brazely Enter which will give you **1 Chaos**. There you have a 50% Chance to survive the encounter. If you already got the [Crush Dome](#) you will be able to survive it 100%.

If you choose not to enter the shower stall you will survive without problems and receive **1 Grace** for it. That was the one and so far only encounter with **Miss Larson**

The pool door is locked and climbing up is currently at no use since you won't have a card to enter it.

Door 1

Navigating the changing room. The guide will refer to the places but in the story you only have North which will be the cubbies, West which will be the hooks and East which will be the toilet. South will be back to the hallway

Door 1 belongs to Agatha. For the Toilet you need **3 Chaos** and are connected to some scat related stuff. You can also encounter Margo if you decide to climb it. Depending if you are friends with her the encounter will differ but that is for you to explore.

You can go to the cubbies and if you have **3 Chaos** you can snoop around and find a [Lipstick](#) that is currently not used in the story, as well that you can mess with her panties.

Door 2

Behind door 2 you can spot a coat hanging at the hooks and one cubby is closed.

The cubbies are not of interest since the one we can interact with is locked with a password. You can brute force it tho.

The coat is interesting to us. There we can find the first of three notes. [Note 1](#)

Door 3

The changing room behind door 3 belongs to Margo. When you inspect her boots it will be revealed to you. If you have **3 Chaos** you can interact with them further but don't go too far cause if you fall in, there is no way out of them.

The player wants to go to the Hooks again. There will be a minifridge the player can interact with and gets the [Water Bottle](#)

Door 4

The room behind door 4 belongs to Gilly. When you inspect the cubbies you can find the [flashlight](#). There is nothing more.

Door 5

You can find at the cubbies some pair of panties you can fool around with if you have **2 Chaos**. Otherwise there is nothing in there.

Door 6

The changing room behind Door 6 belongs to Suki (Saucier Chef) and we can't enter it at the moment.

Lab

Which Characters are present

- Gilly
- Professor

What items can you collect

- [Cheese](#)
- [Note 2](#)
- [Screwdriver](#)

Gilly Encounter

You will find Gilly at the East Stone Wall. She will be looking for something and asks you for help. With your flashlight you will find the [Note 2](#) and the [Cheese](#) that Gilly really desires. Depending on your Chaos or Grace progress so far you can give her the Cheese. You can either cut the clean part of the cheese and give it to Gilly which would be the **Grace Route** that would also secure Gilly's trust for you, which you will need for the new option in the Vents. Also you keep the cheese with which you can later use to make some oral stuff with Gilly.

You can also choose to give her the Cheese, which will be the **Chaos Route**. That will make Gilly gassy but you lose all of the cheese.

Professor

The Professor is not really a Character the Player can interact with in any fetish way so far. When you climb up her desk and inspect all the stuff there, you will receive the [screwdriver](#), which is important for later events.

West Hall

Which Characters are present

- Gilly*

Utility Closet

When you enter you can inspect a painting where you get some info about the [Black Cat Brew](#). Also there is another vent you can inspect.

After entering it you can go east and if you met Gilly before in the other vent the second time and woke her up there you will now find Gilly in this tunnel sleeping. But don't go to far into her cause it could be the end of your journey!

Lounge

Which Characters are present

- Margo
- Monrose
- Melissa
- Laura*
- Agatha*
- Gilly*

Characters with a * need either an Item to be accessed or you need to fulfill another character's request to progress.

The scene starts with you entering the lounge, you find a group of other little students. If you decide to introduce yourself you will find out that one female student is named [Laura](#). After that you will encounter Monrose. You can either climb her or be captured by Monrose. You can die in an encounter if you stay in place if you decide to rush under her sole. Next you will find yourself on the bar top.

Monrose quest

Requirements:

- [Wine for Monrose](#)
- [Cherries](#)
- Fork

You can go to Monrose and start her quest where she will ask for some wine. You will find that at the bartender Melissa. You can just ask her for a wine for Monrose. After that you will need to grab some Cherries, which you can find if you go north when you are at the center of the bar top. There will be Margo. You can either engage with her or sneak around her to get the cherries. If you are friends with her everything should be fine but it will trigger her quest you need to fulfill before you can continue with Monrose's quest!!!

After you get the cherries you can go back to Monrose and play the scene, next will be the fork. That is located at the booths where Agatha awaits you next.

Depending on the path you chose earlier it will be easy or not. If you are friends with her you can get the fork pretty easily. If you are not you could die in the encounter.

Don't speak to her if you are not friends with her and try to go the chaos way with her, that will be your death.

You need to go back to the bar and climb the shelf. There you need to grab the black cat

brew. You get back to her and will have a new option "Climb up Stealthily". Return with the fork to Monroe and the quest line is done. If you finished the other girls quests you will be lead to the next scene -> Private Rooms

Margo quest

Requirements:

- [Be friends with Margo\(Grace Path\)](#)
- [Vials](#)
- Special Drink

The margo quest is only available if you are on good terms with her after the Foyer scene. She will happily greet you. After a quick talk you will notice that her dress is pretty tight and you can ask her how her dress fits. To continue you need 4 Grace! Otherwise she will deny you. After the scene head to Melissa and grab the special drink for Margo and head back to her. After you give the drink the quest is done.

Agatha quest

Requirements:

- [Be friends with Agatha \(Grace Path\)](#)
- [Vials](#)
- Or [Black Cat Brew \(Chaos Path\)](#)

When you approach Agatha you should have a few options depending if you are friends or not with Agatha and if you have the Black Cat Brew or not.

If you are friends with her it will be pretty easy, you get up to her and play out the scene and grab her secretions. Go back to Melissa, grab the special drink and bring it back to Agatha. Quest done.

If you are not friends with Agatha, be careful what you choose. If you made her mad before you are likely to die. So you choose "Introduce Yourself Politely" from there you can go as above.

Gilly Quest

Requirements

- [Screwdriver](#)

Gilly's quest is the easiest. When you are done with Monroe's cherry quest the booth section is unlocked. You can go over there and you will have the option to "Investigate the Vent". Behind it will be Gilly. You will be back at the Bar Top so for the optimal way you would first go to Agatha, finish the first encounter and then free Gilly since you will need to get back to the Bar Top regardless.

Monrose Gallery (Grace Route)

Which Characters are present

- **Monrose**
- Agatha
- Gilly
- **Margo**

What items can you collect

- Batteries
- Lub
- Snacks
- [Black Cat Brew](#)*

What item can you use

- Batteries
- Lub
- Snacks
- [Black Cat Brew](#)*

The big Quest in the room is the Monrose quest. You need to fill Mistress Monroses lust meter so you can remove the anal beads. For that you need to interact with the girls. Before you do interact with Monrose first and inspect between her cheeks, that will unlock the letter to get down to the floor.

Agatha Quest

You can ask her if she is hiding Laura and to inspect her body. There will be an extra scene where you can approach a hollow dildo. This dildo needs some Batteries. The Batteries are located on the couch. For that you need to have spoken to Agatha so that she will give you the quest, only then you can call her to help you to get on the couch. There you will have another scene with Monrose, if you choose correctly you will have an extra lust point for her. After that interaction with the couch you will have the battery and can return to Agatha. (You can also just get the other items for the other girls).

When you approach her with the batteries you will get a new scene. If you stay long enough you will die but if you try to Dislodge the Base you will come out of her. The lust meter for Monrose should get a + 3

Gilly Quest

For Gilly's quest you need snacks, who would have thought. You can again inspect her body to see if she is hiding Laura. You can also play a game with her which will start the quest for you. Unfortunately she will eat the snack and you need to find a new one. This snack is located on the top of a table when you go down to the floor using the ladder. You can call her over so she can help you up. After finding what you need you will be reset to the big table where everyone is.

When you engage in her activity you will face a race. Our aim is to get into Gilly's mouth to get the maximal arousal for Monroe. She will spit you out afterwards.

Margo Quest

When you approach Margo you can again check out her body. Only after you interact with the plug, the quest will start. Go down the ladder and over to the cabinet. Regardless of what you do there, after Margo helps you up, you will end up at the table and have the lub for Margo's quest.

After you approach her again you will have the little game with Margo at the end you wanna offer to slip inside her anus to get the max arousal for Monroe.

Monrose Quest

You can approach Monroe safely and inspect her body, you need to inspect it since it will unlock the ladder so you can get down to the floor, so you can get the items for the other girls quests.

You will find in monroses ass some Analbeads you need to remove for that she needs to be aroused. To get all 4 out you need to get the arousal level to 9. After you remove the final bead you hear Laura's voice.

Next you can either get into her butt and find Laura and escape or you can push Laura into Monroe and sacrifice her. That will be a willing vore and you skip to her stomach.

If you save Laura or you can just call up Monroe you will have a little scene with Agatha and Margo where they will chase you.

Attention the chase scene will be on time so if you don't choose in the right amount of time you will die since the girls will catch you, but you can try the scene again without restarting the entire run!

To survive the chase you need to either Sprint or Dodge West. After that you can Run Forward or sprint again. All other options will kill you again.

Next up you wanna go the save route and you sprint a third time. Optional you "Rush forward" but then you need to attack Margo's anus

If you have no more sprints over you will need to go with the Couch scene. In there you can wait 30 seconds and cover yourself in dust and escape the two giantesses.

If you have a sprint over you can go with the table and "Sprint forward".

Now you get to a part where you get an unwilling vore scene with Monroe. You will again end up in her stomach. We will see her sleep while we are in the stomach. We can go south and get a full tour through Monroe. We escape and that will end the story for now till it get continued.

Monrose Gallery (Chaos Route)

Which Characters are present

- [Monrose](#)
- Agatha
- [Gilly](#)
- [Margo](#)

Which items can you use

- [Black Cat Brew](#)

Here we have two mechanics. Health and Guile. Health is obvious, if you lose too much you will die and it will lead to a death scene. Also you can now be guile, so you can be smart about things but you will effectively lie to the woman in front of you. Convincing them to do something else can be helpful to reach the outcome you want for yourself. You only have 3 uses and sometimes it will not be for the better.

Our new goal is to survive the encounter with the girls.

There is a pentagram in the middle of the table which you can enter that will protect you and heal you up.

Since we are on the [Chaos route](#) all girls are mad at us.

Monrose Encounter

Monrose stays pretty much the same as the Grace Route. You need to remove the Anal-Beads to progress in the story. You can again check her body to see if you find Laura. You will see that you need to arouse Monrose so before you can progress you need to interact with the other girls. Come after each encounter back to monrose to check if you can pull another Anal-Bead.

Agatha Encounter

There are a few options to interact with her. I will cover here the fastest way to get to arouse Monrose.

First you can talk to her and worship her body or rather her Butt. During that you can take damage. Make sure that you don't take too much damage since that will lead to your **death**.

After approaching her, you wanna select the "Divert" option, from there we "Praise to worship", you can choose then whatever you want. Next we will Call out Agatha. From there we can take damage. Prepare yourself, first we choose "Brace", then "Stimulate Anus". After that "Stimulate", we shouldn't have taken damage. Now we "RUN" and Enter the Pentagram. After that we have Monrose aroused by 3.

If you choose to be swallowed by her, we will need to play a little mini game. Here you can also choose to submit to her and die. If you choose to resist you will get into the mini game. First we want to breathe, then we hold our breath, then we again and after that we "Enter". We finished the section after that and we finished the story with that.

Gilly Encounter

For Gilly it is an easy and fast encounter. Regardless of what you choose it will almost be the same. At the end you want to choose "RUN!" and you have survived the encounter, you can only die when you are eaten by Gilly. After "RUN!" you will get in the pentagram and Monroe will be aroused so you get another 3 for her and can pull out the next anal bead.

Margo Encounter

With Margo it is somewhat similar to Agatha. You can die in the encounter if you don't have enough health. You can go two ways, either be eaten by her or try to go with her butt.

We first go with the route with the butt. To go the fastest way you first go into Margo's mouth and we cover yourself with spit. We get out of her mouth by "Dashing away". Then we go to the butt when we "Yield". After we continue we have the option "Stimulate Anus", we choose that again in the next scene. For the next we want to choose "Brace" so we don't take damage. Now we can enter the Pentagram and are done with the encounter.

If you want to go with vore, we need to struggle and climb when you are in her mouth and she tries to swallow you. Your next decision should be "Climb". You will receive damage, so make sure you have enough to take at least 2 hits. "Brace" is your next decision and then "Climb" again. Now you can choose your path both will lead to the pentagram and you get again 3 Arousal for Monroe and you can pull out the next anal bead.